FIG. 1

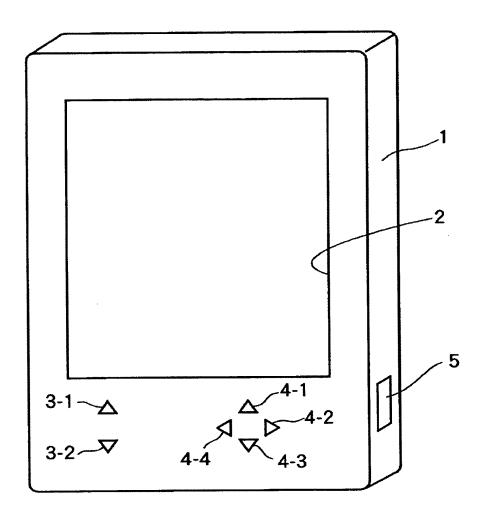


FIG. 2

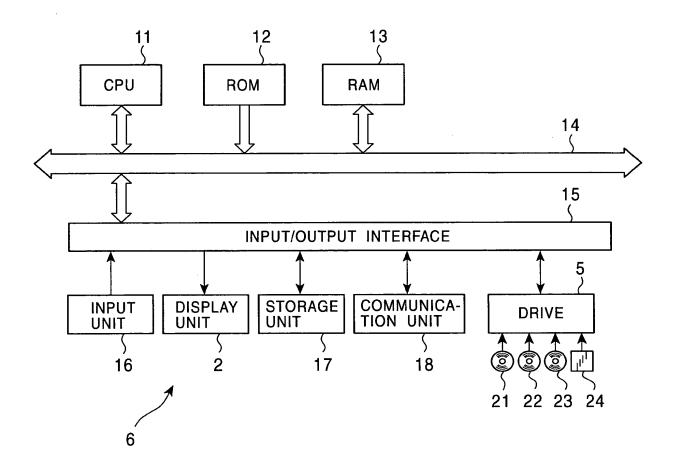


FIG. 3

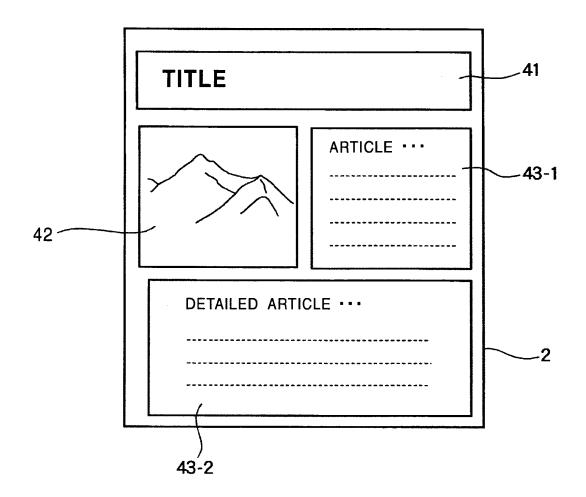


FIG. 4

```
1 <Obj no="1" Type="Page">
                                              33 <Obj no="12" Type="Text">
2 <Referto no="2"/>
                                              34 <|nit no="32"/>
3 < Yspace no="20"/>
                                              35 <P>
                                              36 TITLE
4 <Referto no="3"/>
5 <ChangeStart no="3"/>
                                              37 </P>
                                              38 </Obj>
6 <Xspace no="5"/>
7 <Referto no="4"/>
8 <Reset/>
9 <Xspace no="10"/>
                                              39 <Obj no="13" Type="Image">
10 < Yspace no="20"/>
                                              40 < Init no="33"/>
11 <Referto no="5"/>
                                              41 < Image file="yama.bmp"/>
12 </Obj>
                                              42 </Obj>
13 <Obj no="2" Type="Block">
                                              43 <Obj no="14" Type="Text">
14 <|nit no="22"/>
                                              44 <Init no="34"/>
15 <BlockRule no="1"/>
                                              45 <P>
16 <Referto no="12"/>
                                              46 ARTICLE ···
17 </Obj>
                                              47 </P>
                                              48 </Obi>
18 <Obj no="3" Type="Block">
19 < Init no="23"/>
                                              49 <Obj no="15" Type="Text">
20 <BlockRule no="2"/>
                                              50 <init no="35"/>
21 <Referto no="13"/>
                                              51 <P>
22 </Obj>
                                              52 DETAILED ARTICLE ...
                                              53 </P>
23 <Obj no="4" Type="Block">
                                              54 </Obi>
24 </nit no="24"/>
25 <BlockRule no="3"/>
<sup>26</sup> <Referto no="14"/>
27 </Obj>
28 <Obj no="5" Type="Block">
29 <Init no="25"/>
30 <BlockRule no="1"/>
31 <Referto no="15"/>
32 </Obj>
                                                    51
```

FIG. 5

COMMAND NAME		MEANING
Obj		COMMAND DECLARING AN OBJECT
	no	COMMAND DECLARING AN OBJECT NUMBER
	Туре	COMMAND DESGINATING AN OBJECT ATTRIBUTE
Referto		COMMAND REFERRING TO ANOTHER OBJECT
	no	COMMAND DESIGNATING THE NUMBER OF AN OBJECT TO BE REFERRED TO
Yspace		COMMAND MOVING A DRAWING START POINT IN A Y-AXIS DIRECTION
	no	COMMAND DESIGNATING A MOVING DISTANCE
Xspace		COMMAND MOVING A DRAWING START POINT IN AN X-AXIS DIRECTION
	no	COMMAND DESIGNATING A MOVING DISTANCE
ChangeStart		COMMAND CHANGING A DRAWING START REFERENCE POINT
	no	COMMAND DESINATING A POSITION TO WHICH A DRAWING START REFERENCE POINT IS SHIFTED
Reset		COMMAND MOVING A DRAWING START REFERENCE POINT ONTO A Y-AXIS ON WHICH DRAWING CAN BE PERFORMED
Init		COMMAND REFERRING TO AN OBJECT INCLUDING INITIAL SETTING INFORMATION
	no	COMMAND DESIGNATING THE NUMBER OF A COMMAND TO BE REFERRED TO
BlockRule		COMMAND DESIGNATING A NUMBER IDENTIFYING A SHAPE CHANGING RULE
	no	COMMAND DESIGNATING A BLOCK SHAPE CHANGING RULE
P		COMMAND DRAWING A CHARACTER STRING
Image		COMMAND DRAWING AN IMAGE
	file	COMMAND DESIGNATING THE FILE OF AN IMAGE TO BE DRAWN

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FIG. 6A

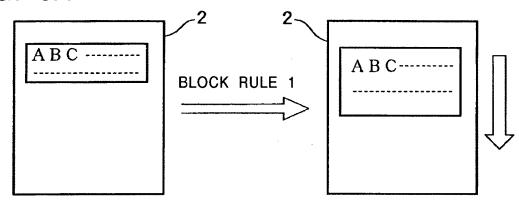


FIG. 6B

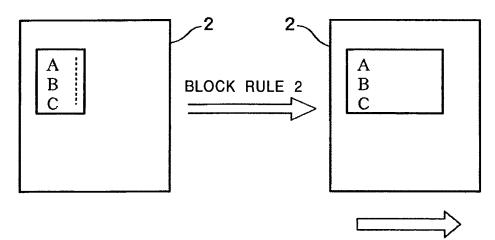
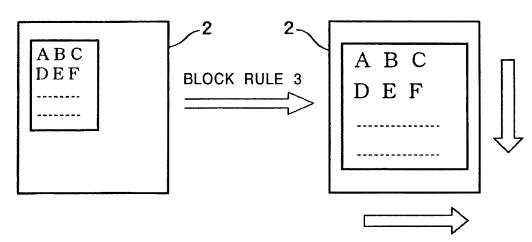


FIG. 6C



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FIG. 7A -2 2-В BLOCK RULE 4 В C FIG. 7B 2-BLOCK RULE 5 FIG. 7C BLOCK RULE 6

FIG. 8

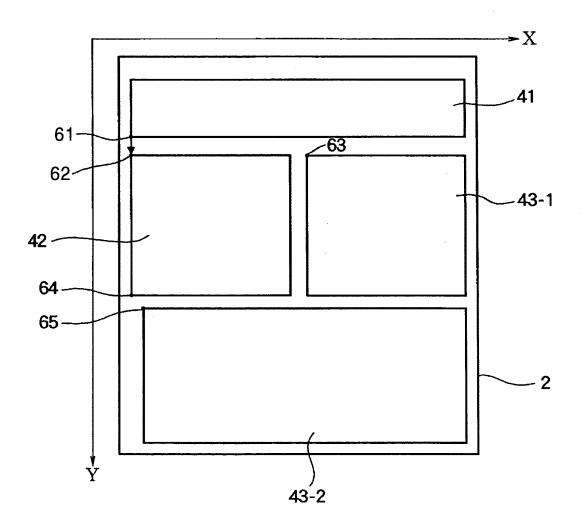


FIG. 9

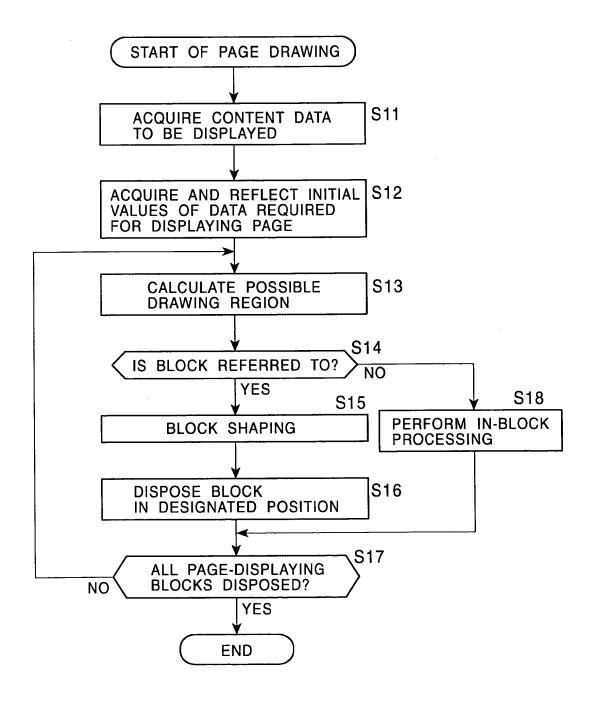


FIG. 10

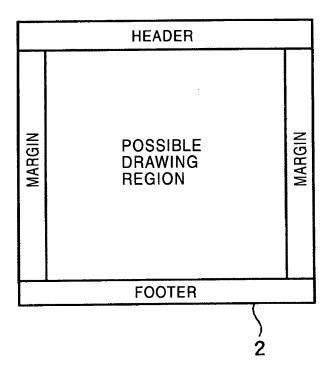


FIG. 11

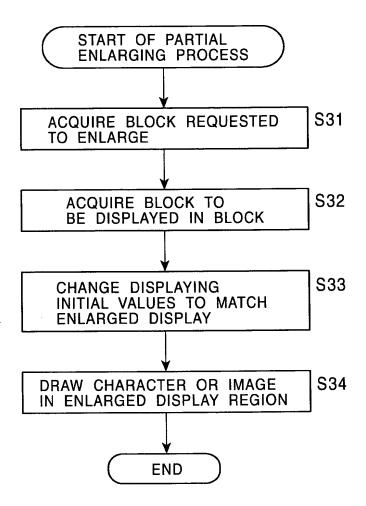


FIG. 12

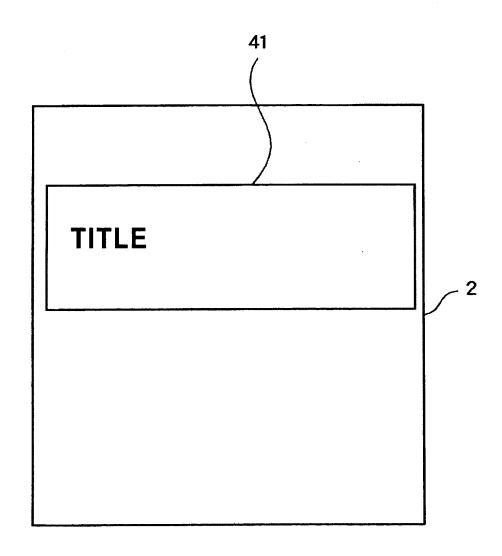


FIG. 13

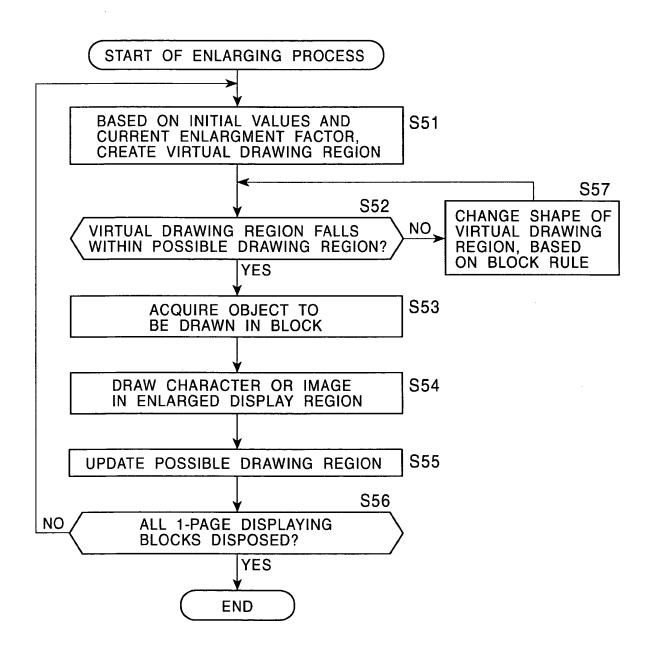


FIG. 14

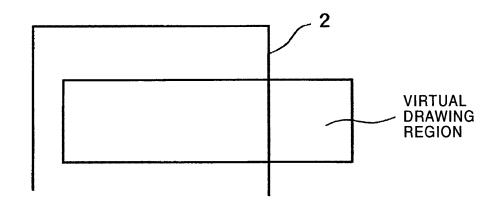


FIG. 15

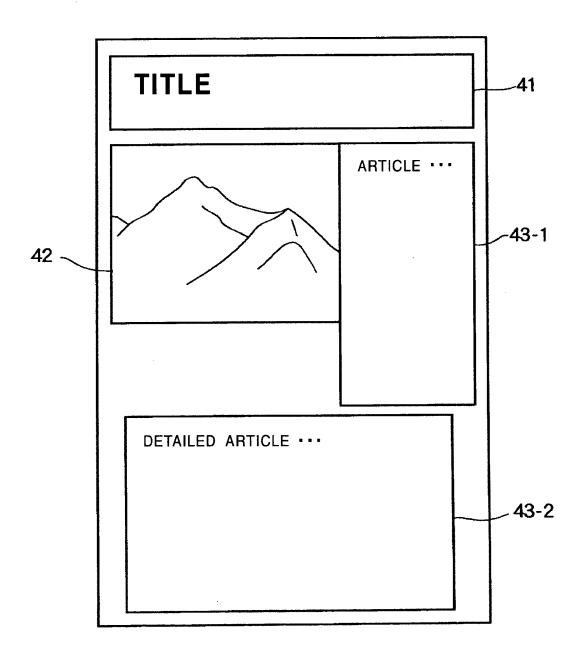


FIG. 16

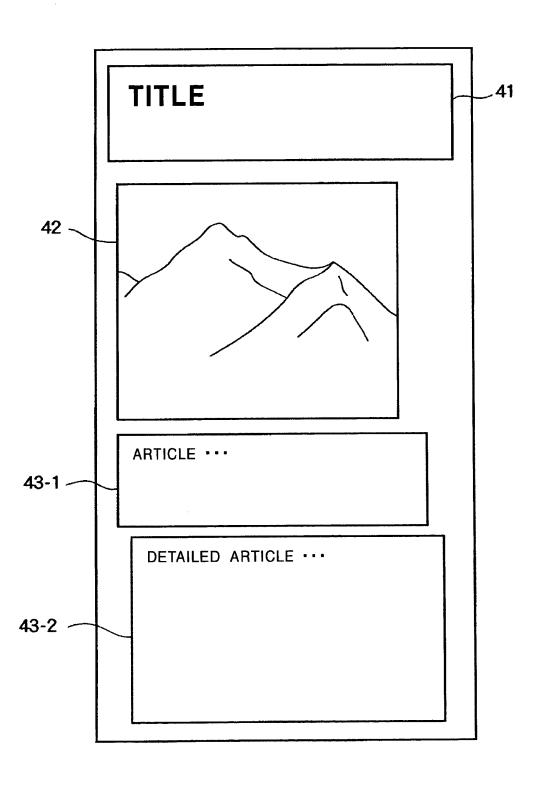


FIG. 17

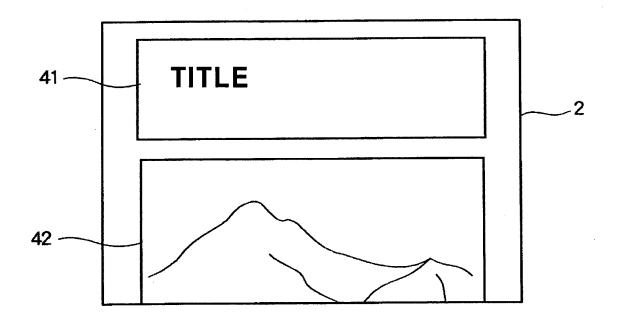


FIG. 18

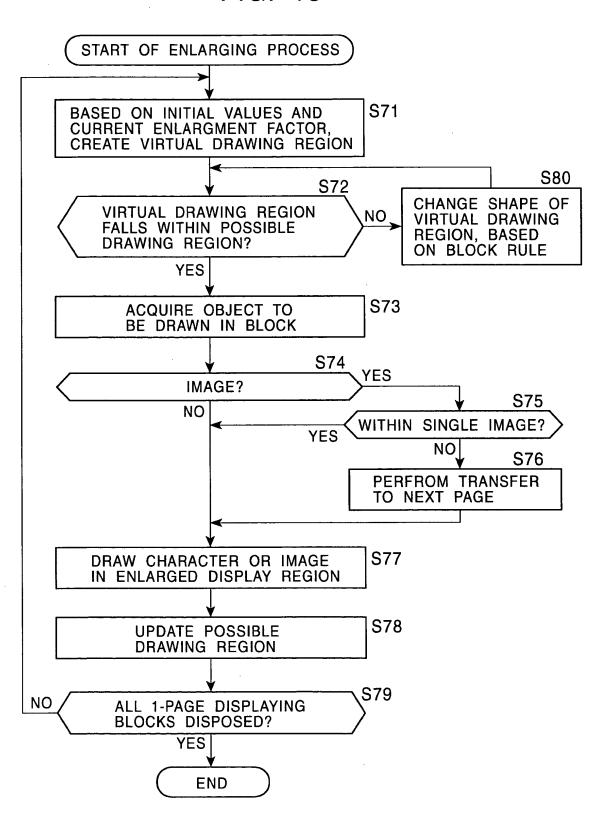


FIG. 19

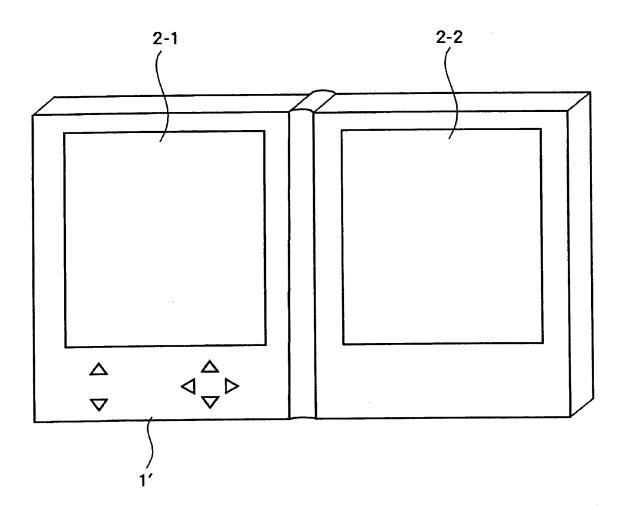
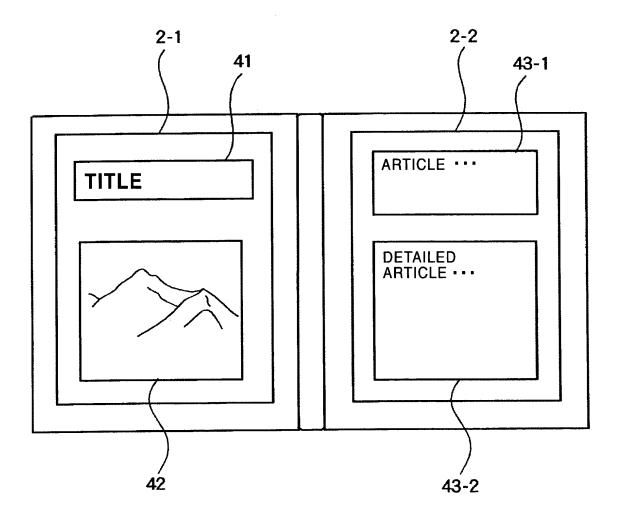


FIG. 20



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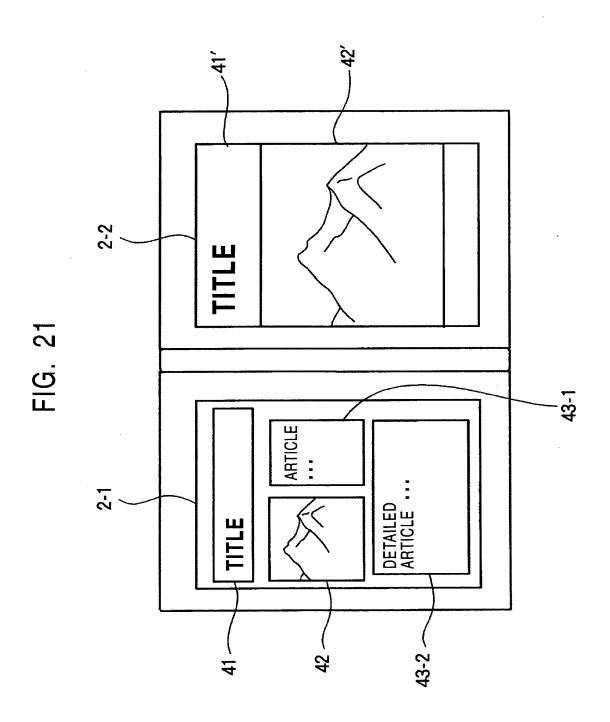


FIG. 22

